T H E R I D D L E O F S T E E L

Unified Mechanics: Fan Edition

Draft v0.2

The Riddle of Steel - Unified Mechanics: Fan Edition

****Draft Version 0.2****

This document is a work in progress attempt at unifying the various systems from the Original TRoS core system. It is intended for use by those who own or are familiar with the original source books. Any comments in **red** are up for discussion and are flagged for potential removal from the document. Please feel free to drop feedback into the Alternate Mechanics Discussion thread on the TroSFans Forums!

The Core Mechanic:

[Attribute + Skill + Modifiers] vs [Contextual TN] needing [Task Difficulty Margin] successes.

TN	Situation is…
3	*Ideal*
4	*Excellent*
5	*Good*
6	*Acceptable*
7	*Poor*
8	*Terrible*
9	*Catastrophic*

Margin	Task Difficulty is…
1	*Simple*
2	*Typical*
3	*Challenging*
4	*Difficult*
5	*Unlikely*
6	*Absurd*
7	*Miraculous*

1) Form Dice Pool from Attribute + Skill and apply any Potential Modifiers.
2) Determine the Context TN based on how favourable the situation is - allow the player a chance to increase their chances if possible; for example with appropriate tools.
3) For Simple rolls determine the Task Difficulty Margin based on the complexity of the task being attempted (ignoring situational changes as those are covered in the Context TN). At least this many successes must be rolled to complete the task fully. Additional or fewer successes may indicate either additional or partial success at GM option.
4) For Contested rolls determine the appropriate skill roll as above for the opponent. The Success margin determines the winner as in the original rules, with increased margin improving the result at GM option.

   ??If the event is taking place over an extended period of time, either roll may be made as an Extended roll, with a number of rolls set over the time allowed. The number of rolls that can be made per unit of time is based on the SR of the character (see below).??

Skill Advantages over High Attributes

- ??Characters involved in extended tests may make a number of rolls equal to 1 + SR/3 (rounding down).?? ***Right now I'm thinking of replacing this with an increasing default to other skills (something currently missing from this document)***
- Certain advanced skills may only be attempted up to a margin difficulty equal to the SR of the character e.g. Surgery.
- Skills may have associated "specialisations". When a specialisation applies, lower the Context TN by 1. This MAY allow TNs of 2, but no more than 1 specialisation may apply at any one time. A skill may have a number of specialisations bought for it equal to half its rank rounding fractions down.
- Characters making a roll without ANY points in the skill are considered Unskilled, and increase the Context TN by 1. This MAY allow TNs of 10.

Old Rules with the New rules

- Knockout and Knockdown Margins are equal to the level of wound received and use the following TNs: KO vs Piercing 5, Cut 6, Bludgeon 7; KD default 6, replacing with terrain table when on difficult terrain.
- Bloodloss requires a EN Test with Context based on activity level (Combat or high activity is poor(7), still and compressing wounds is good(5), minor activity is acceptable(6)). Task Margin is total bloodloss/3 rounding down (min. Margin 0).
- Skill Ranks are now rated from 0 (Untrained) to 10 (Grandmaster), with human professionals having an average of 4 in their chosen skills. The cost to improve a skill is equal to its next rank in SA points. Like Attributes and Proficiencies, each skill may be improved a maximum of once per session and normally requires an in game justification for the increase, though this is dependant on your GM.
- The Skill Priority changes are: A+(6/5/5); A(5/5); B(4/4); C(3/3); D(2/2); E(1/1); F(1).
- Pain modifiers are now applied to ALL physical skills. Halve the Pain penalty for purely mental skills.

New Skill Rank Details

SR	Rank Name	Extended Rolls	Specialisation Limit
0	Untrained	1	0
1	Dabbling	1	0
2	Novice	1	1
3	Competent	2	1
4	Skilled	2	2
5	Proficient	2	2
6	Talented	3	3
7	Accomplished	3	3
8	Master	3	4
9	High Master	4	4
10	Grandmaster	4	5

Contextual TNs & Task Margin examples by Skill

Basic Skills may be attempted Unskilled no matter the Task Margin.

Advanced Skills may only be attempted successfully if the character's Skill Rank is *at least equal to the Difficulty Margin*. In most cases characters should be aware that they are unable to complete the task before rolling - but this is up to the GM to judge case-by-case.

Acrobatics [**Advanced**]

TN: Increased by uneven surfaces and being rushed; decreased by firm, even surfaces and taking ones time.

Margin: Complex, dangerous or extreme feats require increasing successes. Tumbling would be considered simple, while flipping over an opponent in melee would be difficult at best.

Potential Modifiers: Encumbrance and armour penalties apply. Short or light characters may gain bonuses if their size helps with the manoeuvre.

Specialisations: By kind, e.g. Combat Proficiency, Performance style.

Acting [Basic]

TN: Increased by having to improvise or being unfamiliar with the material, decreased by ample preparation, familiarity and rehearsal.

Margin: The complexity of the scene or emotion being conveyed. Acting sad is simple, while conveying the distress of an orphaned child is a challenge. Success means the emotion is conveyed effectively.

Potential Modifiers: Quality of source material and supporting cast (if any) add or subtract from potential.

Specialisations: By Acting style; e.g. Improvisation, Stage Plays; Comedy

Note: Tough crowds could well make a Perception Test with a TN equal to their familiarity with the subject material - any successes acting as a positive modifier to the Margin.

Ancient Languages [Advanced] (Separate skill per language)

TN: Determined largely by the quality of the inscription or vocalisation with better quality being lower TN. Odd dialects may also increase the TN slightly if unfamiliar.

Margin: Complex tomes using very obscure terms increase the Margin. A letter might be simple while a tome of knowledge challenging or difficult. Particularly large volumes or speeches should also increase the margin, but most uses of this skill can be taken as extended skill rolls.

Potential Modifiers: Bonuses from appropriate source materials, penalties if those materials contain poor or mistranslations, but reference may be required for extended rolls at GM option. Reference may also grant a temporary relief from the SR limit on Task Difficulty attempts, again at GM option.

Specialisations: By dialect, subject or author.

Animal Guise [Basic]

TN: Set by the suitability and quality of the materials used to hide oneself

Margin: Successes indicate how well the character has masked their scent and camouflaged themselves against animals.

Potential Modifiers: Bonuses for ample time, penalties for being rushed. It takes time to become a familiar part of environment.

Specialisations: By animal type.

Animal Handling/Herding [Basic]

TN: Set by the docility of the animal under present circumstances - angry or panicked animals may be harder to herd or handle effectively. Weather may also have an negative effect is particularly adverse.

Margin: Complexity of the task, with feeding/grooming being simple and moving a large herd towards something they are frightened of is absurd.

Potential Modifiers: Assistance (or lack) may grant bonus dice (or penalty) if appropriate.

Specialisations: By animal type.

Arcane Theory [Advanced]

TN: ??

Margin: ??

Potential Modifiers: ??

Specialisations: ??

Artillery [Advanced]

TN: Set by the weapon in question, with easy to use weapons having lower TNs.

Margin: Set by the difficulty of the target, with additional successes indicating additional damage. Large, stationary, close distance targets are simple while small, fast moving targets at range are absurd or miraculous targets.

Potential Modifiers: Pre-ranging shots grant bonus dice, while poor weather/visibility cost them.

Specialisations: By weapon.

Astronomy [Basic]

TN: Clear skies indicate low TNs, with foggy or unclear skies being harder to read and interpret correctly.

Margin: Based on the information required - navigation is a typical use of astronomy, getting the date is challenging and reading omens considered much harder.

Potential Modifiers: Books and studies on astronomy grant or penalties dice based on their accuracy, but may be required for some tests at GM option.

Specialisations: ???

Battle [Basic]

TN: Heavy involvement in combat makes tests harder as the noise and confusion makes spotting or hearing much harder.

Margin: Based on the information sought - large formations are simple to spot, basic orders are simple to understand.

Potential Modifiers: Poor weather costs dice, familiarity with the individual or formation sought grants bonuses.

Specialisations: By item (instruments, banners & flags etc. that are used to communicate).

Boating [Basic]

TN: Weather & Waves. Calm waters with the wind in your favour is ideal, while a raging storm is terrible or catastrophic.

Margin: Based on the manoeuvre. Keeping course is simple while rapidly changing direction or speed might be challenging depending on the vessel.

Potential Modifiers: Lack of crew costs dice, while ample or well-trained crew may add bonus dice.

Specialisations: By vessel.

Body Language [Advanced]

TN: How easily observed the creature being read is; heavy distraction or misdirection increases TN while observing a relaxed target lowers TN. Combat is typically 8 due to purposeful misdirection and distraction, but might be lower in a friendly spar or duel.

Margin: Dependant on how difficult the sign is to read - larger gestures or facial movements are easier to read than minor body twitches. Reading an opponent in combat is a contested roll, with the opponent rolling (WP+Body language) vs reader's Per.

Potential Modifiers: Knowing a person well makes them easier to read, foreign or unfamiliar peoples or customs are much harder.

Specialisations: By combat school or social circle.

Breaking & Entering [Basic]

TN: Suitability of the tools for the job in question - A crowbar is an excellent tool for opening doors forcefully, while your bare hands would be terrible.

Margin: Dependant on how secure the location is.

Potential Modifiers: ??

Specialisations: ??

Camouflage [Basic]

TN: Determined by attires suitability to hide in the environment.

Margin: Successes improve how well hidden you are and become the Margin for any perception tests to detect you while you remain motionless.

Potential Modifiers: Bright lights, shadows, weather etc. may make hiding more or less difficult.

Specialisations: By environment type

Climbing [**Basic**]

TN: Suitability of tools for climbing this surface. Hands are acceptable for very rough surfaces with plenty of hand/foot holds.

Margin: Complexity of climb. Climbing is an extended test, meeting the margin indicates making half your MOVE feet in progress up the surface, with each additional success indicating an extra foot (up to your MOVE value in total per test). If the margin is not met no forward progress is made, if no successes are met the character falls or loses ground at GM option.

Potential Modifiers: Each full climbing round (a climbing round may be several rolls as climbing is an extended test) imposes a die penalty due to exertion as for combat - each climbing round counts as [Difficulty Margin] combat rounds. Certain climbing gear (ropes, hooks etc.) that let the character rest may negate this.

Specialisations: By surface.

Combat/Weapon Art [**Advanced**]

TN: Use highest of ATN/DTN for weapons control - hands/feet count as weapons for this purpose.

Margin: Used for show. Complex motions have higher margins, greater successes over the margin equal greater grace and control.

Potential Modifiers: Following mods based on weapon proficiency: None = -3; 1-5 = +0; 6-11 = +1; 12+ = +2.

Specialisations: By School

Craft/Trade [**Various**; **Separate skills per Craft**] [**Advanced**]

TN: Suitability of available tools

Margin: Complexity of craft - Normally extended tests.

Potential Modifiers: Assistance and material quality my help or hinder as appropriate.

Specialisations: By Craft Item

Dancing [**Basic**]

TN: Musical beats, singing etc. lowers, while shouting, fighting and heckling increases.

Margin: Greater success is greater grace and flow - Set margins can be used for particular dance moves or sequences.

Potential Modifiers: Crowds, Dance surface, Partners

Specialisations: By style

Diplomacy [**Basic**]

TN: Atmosphere of negotiations (willingness of opposition to deal)

Margin: Always contested, but checks for knowledge or atmosphere may have success margins.

Potential Modifiers: Advantage/Disadvantage, demands and concessions

Specialisations: By Arena

Disguise [**Basic**]

TN: Quality of disguise kit/materials

Margin: How well disguised you are - becomes the Margin for seeing through the disguise.

Potential Modifiers: Changing race, sex, class or age will penalise the roll by 1-3 dice each (GM fiat).

Specialisations: By disguise e.g. Herald, Fisherman, Farmer's Daughter etc.

Etiquette [**Advanced**] [**By Arena**]

TN: Atmosphere (relative to you) of the meeting

Margin: Higher status proceedings or deals require higher margins - extra success indicates flair and social grace, failure indicates embarrassment (either for yourself, or someone else unintentionally - GM fiat).

Potential Modifiers: Gifts, Clothing, Company

Specialisations: By Ceremony or Event

Farming [**Advanced**]

TN: Fertility (of area to be planted)

Margin: Difficulty of growing the crop in question; meeting the margin indicates about a third of the planted crops produced fully grown seed-bearing plants, modify yield based on success margins.

Potential Modifiers: Weather and treatment of crops over the growth season may modify the roll made at the end of the season.

Specialisations: By Crop

First Aid [**Basic**]

TN: Kit on hand for injury - clean bandages are better than soiled clothing etc.

Margin: To fully treat a wound requires successes equal to its wound level - partial success may indicate the wound was treated but infected at GM fait.

Potential Modifiers: Treating puncture wounds -1; Treating blunt trauma +1

Specialisations: By treatment/injury

Folk Lore [Basic]

TN: Relative obscurity (compared to characters background of travel) of the lore. Growing up with the lore would be ideal, while the more foreign or distanced by class the lore is, the less likely to have heard of it.

Margin: Obscurity of the specific tale or details within the story.

Potential Modifiers: Tales distanced by nation, religion, or culture suffer die penalties.

Specialisations: Types of lore - Tall Tales, Ballads, Camp Stories etc.

Gambling [Basic]

TN: Based on knowledge of the situation

Margin: Situation dependant - can be contest or success test against the odds, success indicates picking a better option

Potential Modifiers: Cheating, Favourable odds

Specialisations: By activity

Games [Basic]

TN: Skill (low TNs) versus Luck (high TNs)

Margin: Opposed against other players as a straight contest.

Potential Modifiers: Cheating, Favourable Odds, Reading opponents (body language)

Specialisations: by Game

Heraldry [Advanced]

TN: Visibility

Margin: Complexity of information sought

Potential Modifiers: Well-known symbols grant bonuses, foreign symbols impose penalties.

Specialisations: By representation (e.g. flags, seals, coats of arms)

Herbalist [Advanced]

TN: Tools and Environment suitability

Margin: Rarity and/or complexity of gathering herb or concocting solution.

Potential Modifiers: Herb Gardens, Foreign lands

Specialisations: By herbal use e.g. Medicinal herbs.

Hunting/Trapping <- do we need this skill if we have tracking and traps?

TN:

Margin:

Potential Modifiers:

Specialisations

Intimidate [**Basic**]

TN: How genuine the threat you pose is

Margin: Opposed test, extra successes indicate more fear.

Potential Modifiers: Relationship/Past history, Props, Posing.

Specialisations: Methods

Intrigue [**Basic**]

TN: Atmosphere

Margin: Depth of intrigue sought - gossip is simple while learning the details of a plot is unlikely at best. May be contested.

Potential Modifiers: Friends and enemies, lies, favours

Specialisations: Social setting

Juggling [**Advanced**]

TN: Nature of the items to be juggled

Margin: More items and complex moves while juggling (for example, juggling with a partner) may increase the margin. May also be set by the expectation of the crowd if trying to impress an audience.

Potential Modifiers: Partner (+/-)

Specialisations: By item

Law [**Advanced**] [**By Region**]

TN: Atmosphere in social settings; familiarity in others

Margin: Knowledge tests are based on obscurity, court and social tests are contests.

Potential Modifiers: Available reference, Evidence, Bribes etc.

Specialisations: Types of Law e.g. Property, Guilds, Taxes etc.

Leadership [**Basic**]

TN: Atmosphere (tension/stress)

Margin: Dependant on the reluctance/danger of the order given - may be opposed or margin depending on circumstances (GM fiat)

Potential Modifiers: Loyalty of followers

Specialisations: Theatres of Leadership e.g. Naval, Warfare, Guildhall etc.

Lock Picking [**Advanced**]

TN: Pick quality

Margin: Lock quality/complexity

Potential Modifiers: Rushing, taking extra time,

Specialisations: Types of lock / lock makers.

Meditation [**Basic**]

TN: Calmness (of environment and subject) - uncomfortable, load or dirty environments cause disruption.

Margin: Varies; Indicates level of recovery from fatigue, calmness or enlightenment achieved. Rarely if ever contested, this is very much down to GM interpretation.

Potential Modifiers: Pain penalties apply in full (meditation counts as being physical despite being completely internal).

Specialisations: Types/methods of meditation - depends to a degree on the world setting.

Musical Instrument [**Advanced**] (**Separate skill per instrument**)

TN: Quality of instrument

Margin: Complexity of piece to be played.

Potential Modifiers: Instruction, clear written music sheets, trying to play from memory, never played piece before.

Specialisations: By style

Navigation [**Basic**]

TN: Available maps and navigation equipment.

Margin: Keeping track of travel should by typical provided there are landmarks and signs to use, additional successes meaning a better understanding of where you are. Bland or open environments (like the open sea, or some deserts) are much harder to navigate.

Potential Modifiers: Weather, unique (famous) landmarks

Specialisations: By Terrain and/or region

Orate [**Basic**]

TN: Atmosphere (social, of the crowd relative to the speaker)

Margin: Complexity of the message and/or opposed versus the audience's sympathy.

Potential Modifiers: Supporting shows or distractions may help or hinder.

Specialisations: By Audience e.g. Merchants

Orienteering < - Is there any point with this at all? Its the same as navigation!

TN:

Margin:

Potential Modifiers:

Specialisations

Panhandling [Basic]

TN: Atmosphere (audience recognition) - shows, visible signs of need etc. improve TN

Margin: Higher the less sympathetic the audience is.

Potential Modifiers: Apparent wealth, foreign or suspiciousness

Specialisations: By method

Persuasion < - How does this differ from Diplomacy? More one sided? Is this the same skill?

TN:

Margin:

Potential Modifiers:

Specialisations:

Pickpocket [Advanced]

TN: Level of distraction (crowds, noises, bangs, excuses) makes it easier

Margin: Opposed test - Victim rolling Per + Object size modifier against Lifter's Soc

Potential Modifiers: Object size (less than a handful = 1, pouch = 2, scroll case = 3, short blade = 4)

Specialisations: By manner of distraction

Read & Write [Advanced] (Separate skill per language)

TN: ??

Margin: ??

Potential Modifiers: ??

Specialisations: ??

Research [Basic]

TN: Quality and suitability of available research materials.

Margin: Obscurity and/or complexity of knowledge sought.

Potential Modifiers: Extremely rare/common knowledge; Access (or lack) to scholars or persons with appropriate experience/knowledge or skill.

Specialisations: Subject matter e.g. History, Geology, Biology etc.

Ridicule [Basic]

TN: Normally based entirely on the target's Social attribute - representing how easy a target they are for insults and how quickly they forget social mores.

Margin: Often contested unless the opponent is not expecting to be insulted (in which case successes indicate how distracting/cutting the remark is). Contests are [Wits + Ridicule] vs [Opponent's Soc] TN needing [Opponent's WP] successes in an extended contest. The winner causes the loser to be flustered, distracted, enraged or embarrassed and quite undercuts any respect they have from bystanders who have no personal relationship with either party.

Potential Modifiers: Common support of a crowd aids a character's confidence, while being in a foreign or unfriendly place (or simply a place with different social graces) makes choosing the correct words more difficult.

Specialisations: Social circles - you have to know what's appropriate to really know what's not.

Riding [Advanced]

TN: Riding conditions (terrain, weather). Wet, broken slopes in the dark are extremely hazardous (TN 9); while a dry, firm, flat road in daylight is extremely safe. A typical nondescript field can be considered acceptable.

Margin: Dependant on the training on the animal and the task being performed. General riding tests are Typical to stay in control, but animals with a stubborn disposition or poor to little training will make all rolls more difficult while well trained and calm animals will be pleasant to ride. Horses not trained for battle must be controlled if frightened *(challenging)* or attacked *(difficult)*. Battle-trained horses reduce these to *simple* and *typical* tasks respectively.

Potential Modifiers: Riding bare-back and/or without tac and harness gives die penalties. Particularly unruly animals, or very well trained/calm animals will also modify dice pools -/+ 1die.

Specialisations: By animal *(Note: this is per animal, not type. A rider learns to ride a particular mount and may make a connection with that animal. Should the animal die or be broken the specialisation can be revoked and a new one bought in its place for the usual cost).*

Ritual Magic [Advanced?]

TN: ??

Margin: ??

Potential Modifiers: ??

Specialisations: ??

Sailing [Advanced]

TN: Conditions at sea. Good weather makes sailing much easier than storms, but ships without oars suffer without wind. No wind is *Catastrophic* no matter what else the weather is doing, unless the ship can be rowed.

Margin: Assigned based on the complexity of the manoeuvre in relation to the ability of the vessel. A small sloop is much easier to handle than a cog or merchant ship - this should be reflected in the *Difficulty Margin*.

Potential Modifiers: Crew quality/experience can help or hinder. Not meeting a minimum number of crew for the vessel should severely hamper the sailing of the vessel in relation to the amount of crew short.

Specialisations: By vessel class/Sea

Scrounging [Basic]

TN: Range and Quality of available materials and/or components.

Margin: Varies with the complexity of the item to be scrounged. It can be assumed that even if successful the item will be sub-par under all but the most favourable of circumstances.

Potential Modifiers: ??

Specialisations: ??

Secret Languages [Advanced] (Separate skill per language)

TN: Clarity of message.

Margin: Complexity of message.

Potential Modifiers: ??

Specialisations: ??

Sincerity [Basic]

TN: Social Atmosphere. Friendly environments make sincerity much more convincing for any and all lying parties - while hostile environments are rife with suspicion and discomfort.

Margin: Contested roll; the lying party rolls [Wits + Sincerity] vs the Social Atmosphere TN, while the opposing party rolls Per vs the liar's Soc.

Potential Modifiers: Specific knowledge (or a lack) that may help or hinder either party may aid or penalise these rolls, as may appropriate props.

Specialisations: ??

Singing [Basic]

TN: ??

Margin: ??

Potential Modifiers: ??

Specialisations: ??

Sneak [Basic]

TN: Environment TN set by footwear/surface for sneaker and distractions/noise for the listener.

Margin: [Agility + Sneak - Encumbrance] vs Environment TN (Soft footwear on Soft ground = TN3; Hard footwear on Hard ground = TN9) opposed by [Per + Wits - Obscuring headgear - Relaxation*] vs Environment TN (Cold + Enclosed + Quiet = TN3; Hot + Open + Noisy = TN9)

Potential Modifiers: *Overly relaxed or tired characters suffer a penalty to awareness due to dulled senses. Suggested -1 to -3 dice at GM option.

Specialisations: by Environment

Stewardship [Basic]

TN: Relative Economic Strength - should generally be 6 unless outside influences make life better or worse. Weather, politics and crime can effect the strength of a business and these require other skills to directly effect. Ideal would be having a monopoly on a material needed by everyone. Catastrophic would be having handful of worthless items that cost more to ship to the market than the market is willing to pay.

Margin: Failure indicates major loss; a single MoS indicates minor losses, 2 MoS is breaking even and 3+ incrementally higher profits.

Potential Modifiers: Debt restricts options and penalises dice. Profits increase options and grant bonus dice.

Specialisations: Business type.

Strategy [Basic]

TN: ??

Margin: ??

Potential Modifiers: ??

Specialisations: ??

Streetwise [Basic]

TN: ??

Margin: ??

Potential Modifiers: ??

Specialisations: ??

Style Analysis [Advanced]

TN: ??

Margin: ??

Potential Modifiers: ??

Specialisations: By Regional Schools

Surgery [Advanced]

TN: Tools and working conditions. A sharp knife, needle and thread in a clean(ish) environment are acceptable, but better tools and a cleaner environment help. Poor (or missing) tools will significantly complicate the process as will excessively filthy conditions.

Margin: The difficulty margin is equal to the wound level.

Potential Modifiers: Bludgeoning injuries are generally easier to treat (+1 die), while punctures are harder (-1 die).

Specialisations: Types of surgery and/or ailments.

Note: Veterinary surgery is a separate skill.

Survival [Basic]

TN: Hostility of Environment increases TN

Margin: Individual tasks have a specific difficulty set based on rarity of knowledge/complexity of the task. Long term survival is a simple test versus the environment TN needing HT successes. Failure reduces HT by one temporarily due to malnutrition, exposure and/or dehydration. HT recovers by one point if the margin is exceeded on any given test and recovers one point per day with proper food and shelter.

Potential Modifiers: ??

Specialisations: by environment type/terrain/region

Swimming [Basic]

TN: Water and weather. Calm waters are easier to swim in than choppy waters in stormy weather.

Margin: A single success keeps the character's head above water but at least 2 are required for any actual moment. More successes equal more distance up to MOV value.

Potential Modifiers: Pain, Fatigue and Encumbrance count full value for penalties. In addition, any CP penalty from *armour* is doubled. Floating items (like planks or logs) may grant additional dice at GM option.

Specialisations: ??

Symbol Drawing [Advanced]

TN: Material and Surface suitability.

Margin: Complexity of the symbol.

Potential Modifiers: Exquisite or Extremely Crude tools may modify potential up to +/- 2 dice.

Specialisations: Symbol types e.g. Wards, Holy signs, etc.

Tactics [Basic]

TN: Chaos versus Coherency. (and/or Terrain?)

Margin: Contested against another commander or set against the complexity of organising the units as needed.

Potential Modifiers: ??

Specialisations: Specific uses e.g. Ambushes, Raids, etc.

Teamster [Basic]

TN: Trail conditions, visibility and discipline of the caravan crew.

Margin: Size of caravan/convoy/team. Keeping track of larger numbers requires more successes to prevent damage or loss.

Potential Modifiers: Extra hands/eyes can help if qualified, or end up getting in the way. Being short-handed on a large caravan an slow things down tremendously.

Specialisations: by trail/animal/team type e.g. Oxen, Silk road, etc.

Theology [Advanced] (Separate skill per Religion/Pantheon)

TN: ??

Margin: ??

Potential Modifiers: ??

Specialisations: Services/Rituals, Ethics, Theo-Politics, Divine Theory, Creationism, etc.

Tracking [Basic]

TN: Environment Familiarity; Your home village is a 3, Homeland 5, Neighbouring land 7 and distant lands 9. Modify based on experience and travel.

Margin: The basic must be met to see any sign. The greater over the Difficulty the more information is gleaned. At least 2 MoS are required to get a direction of travel. Muddy ground is simple to track on, dry ground is typical. Sandy ground is challenging and hard, rocky ground is difficult or harder.

Potential Modifiers: Tracks are easier to follow if they've been made after a rainfall - but rain tends to obscure any existing trails. The older a trail is, the harder it will be to follow.

Specialisations: types of tracks, terrain or creatures.

Traps [Basic]

TN: Environment Familiarity (As for tracking).

Margin: ??

Potential Modifiers: ??

Specialisations: ??

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Written & Edited by Gareth Grinnall; *Last Edited 29/09/08*

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